



# San Diego District Hockey League (SDDHL) Supplemental Rules and Policies Inline Hockey

Revision 2.4 - 02/26/2015

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# 1. Player Eligibility

## 1. *Eligibility*

### 1. **Varsity**

Students must be in the 9-12 grades and attend school full-time to be eligible for a Varsity team. Full-time attendance shall mean a student is taking four classes at his or her school. A player may appear on only one (1) Varsity roster filed with the SDDHL.

### 2. **Junior Varsity**

Students must be in the 9-12 grades and attend school full-time to be eligible for a Junior Varsity team. A player may appear on only one (1) Junior Varsity roster filed with the SDDHL.

### 3. **Junior High**

Students must be in the 6-8 grades and attend school full-time to be eligible for a Junior High team. A player may appear on only one (1) Junior High roster filed with the SDDHL.

## 2. *Age Restrictions – Maximum Age*

Any player turning nineteen (19) prior to September 1 for the upcoming season is not eligible to participate for that season.

## 3. *Determining Players District*

Players will be placed on a team based on the district they go to school in. If a player's residential address falls in a different district than that of which the school they attend, the player may choose which address they would like to use to be placed on a team. The player must notify the league prior to team selection on which address they would like to use. If the league is not contacted the league will default to the players school.

Head coaches who have a child playing in the same division are allowed to have their child play on their team even if the player does not attend school or live in that district. Coaches not coaching in their districts should be avoided if possible. Any player changing districts due to this is subject to league review.

## 4. *Home Schooled Students*

The player's residential address will be used to place home school students in a district. Home schooled children must turn 14 prior to September 1 of the year in which a season begins to be eligible for both Varsity and Junior Varsity. A player must be 11 prior to September 1 of the year which a season begins to be eligible for Jr. High School.

## 5. *Proof of Eligibility*

Each player will be required to show, prior to the team's first game, a physical school ID indicating they are a student for their school and a full-time student. The team will then be required to keep a photo copy of each player's school issued ID. Any player which has not completed this by the specified date above may not be eligible to participate in any league games until the school ID has been verified to a member of the league administration. If a school ID proves to be incorrect, all games played with that student-athlete will be forfeited.

## **6. Roster Deadline**

No individual may be added to or removed from a team's roster after the team has completed 50% of its scheduled league game. Any player moving into the school in question after the deadline may practice with that team, but not play in games.

## **7. Roster Sizes**

Teams shall be made of no fewer than 6 players and 1 goalie and no more than 14 players and 2 goalies.

## **8. Playoff Eligibility**

Players must participate in 50% of the league games to be eligible for playoffs. "Participate" shall mean the player's name appeared on the official score sheet and the player has checked in with the score official.

For games missed due to injury, the player must have showed up to the game and had checked in with the score official for the game to count as games played for play-off eligibility.

No player substitutions are allowed during playoff games.

## **9. Exceptions**

Any deviations from the standards set forth herein shall be at the determination of the league. Persons or teams seeking such deviations shall submit, in writing, a request for an exemption to the league coordinator. Exceptions will be handed with a case-by-case basis.

## **10. Early Graduation**

The league will not penalize a player who qualifies for early graduation, as long as the player in question began the season enrolled in the high school for which he/she is eligible to compete.

If and when an early graduate should enroll in a college or university, his/her eligibility to participate in sanctioned high school hockey play shall terminate when he/she begins taking classes on a full- or part-time basis.

## **11. Concussions**

A player who is suspected of sustaining a concussion or head injury in a practice or game shall be removed from competition at that time for the remainder of the day. A player who has been removed from play may not return to play until the athlete is evaluated by a licensed health care provider trained in the evaluation and management of concussion and receives written clearance to return to play from that health care provider. All coaches (or team managers) are required to notify a league administrator within 48 hours of all concussions. Prior to the player returning to the ice in ANY capacity (i.e. for a game OR a practice), a copy of the written "return to play" clearance shall be maintained in the Team Manager file and a copy shall be provided to the SDDHL register. Failure to do either will result in a penalty at the discretion of the SDDHL League Coordinator. Additionally, two or more violations of this rule may result in permanent dismissal from the SDDHL for the player, coach, team representative, administrator, or other school official designated with oversight responsibilities.

## **2. Coach / Team Manager Eligibility Parameters**

### **1. Coach Selection**

Team registered teams shall be responsible for selecting all its coaches. In the event a team is having difficulty finding a coach, the league may assist in the process by providing the names of potential coaches. District based teams will assign all head coaching positions once teams have been generated. The coach then can select its assistant coach and team manager. The league shall be notified of all team member selections. All coaches and team officials are subject to final approval by the league.

### **2. Background Checks**

All adults involved in any SDDHL member league/association, including coaches (head and assistant), team representatives, team managers, trainers, will have to pass a basic background check that will be administered and required by AAU. Anyone not agreeing to this provision will not be allowed to hold any type of administrative or coaching position related to that team. Each respective league/association will be tasked with administration and enforcement of this regulation.

### **3. Accreditation of Coaches**

All Coaches, Heads and Assistants, must have coaching AAU coaching certification. All coaches will also be required to provide a certificate of completion from the following:

- A) "Heads Up" concussions in youth sports by the CDC  
([www.cdc.gov/concussion/HeadsUp/online\\_training.html](http://www.cdc.gov/concussion/HeadsUp/online_training.html))
- B) Current AAU Membership
- C) Positive Coaching Alliance Level 1 – <http://www.aausports.org/Resource-Articles/ArtMID/1403/ArticleID/665>
- D) SDSF and City of Escondido Waivers

Proof of such accreditation shall be submitted to the league 24 hrs prior to the first official team practice or game.

### **4. Team Managers**

All team managers must have AAU insurance. All team managers are also required to provide a certificate of completion from the following:

- A) "Heads Up" concussions in youth sports by the CDC  
([www.cdc.gov/concussion/HeadsUp/online\\_training.html](http://www.cdc.gov/concussion/HeadsUp/online_training.html))
- B) SDSF and City of Escondido Waivers

Proof of such accreditation shall be submitted to the league 24hrs prior to the first official team practice or game. Team managers are not allowed on the rink or on the bench during any games or practices.

## **3. District Team Formation Guidelines**

### **1. District Boundaries Guidelines**

A district list will be posted at [www.districthockey.com](http://www.districthockey.com) prior to each season. District boundaries are based on schools within school districts and their physical geographical locations. SDDHL will attempt to place all teams within North, South, East, and West district. District boundaries are subject to change based on league registration numbers.

## **2. Team Formations**

### **1. Team Registered Teams**

In order to register as a team all players must be part of the school. Meaning the player actively attends the school or the player's residential address falls within in schools boundary.

Charter/Private school teams must abide by the "school pure" rule. i.e. all players must be comprised entirely of students enrolled in that school.

If a "school pure" team exists a player may decline to play for such a team and register as an "individual registration" and be placed on a District Team.

### **2. Individual Registration / District Team**

All players signing up individually through the league will be placed on teams based on the following guideline:

Each division (Varsity, Jr. Varsity, and Jr. High) will attempt to make "pure" school rosters. "Pure" school teams are defined as teams which fully consist of players from the same school. If teams do not meet roster requirements then the team will be attempted to be made from players within the same school district. If a team still does not meet the roster requirements then the team will be formed with players from the same district.

## **3. Player Substitution**

### **1. Varsity**

A Varsity team can pull up players from its Jr. Varsity or Jr. High team as needed to meet its maximum roster (if deemed necessary). The league register must be notified of the substitution 24 hours prior to the game and the player **MUST** be listed on the official score sheet to be eligible to play in the game (no handwritten entries allowed). The league is subject to reviewing all substitute players. No substitutes are eligible for playoffs. Players can only substitute a maximum of three games.

### **2. Jr. Varsity**

A Jr. Varsity team can pull up players from its Jr. High team if the team does not have sufficient players. The league register must be notified of the substitution 24 hours prior to the game and the player **MUST** be listed on the official score sheet to be eligible to play in the game (no handwritten entries allowed). The league is subject to reviewing all substitute players. No substitutes are eligible for playoffs. Players can only substitute a maximum of three games.

### **3. Jr. High**

No player substitutions are allowed in Jr. High games. If a team does not have 5 players prior to the game the league register must be notified. A team with 4 players and a goalie is deemed suitable to play.

## **4. Goalie Substitutions**

If a team does not have an eligible goalie for a game, the team can find a substitute goalie from its division or a lesser division. **ALL** substitutions must be submitted to the league register 24 hours prior to the game. **ALL** substitutions are subject to review. **NO** players not in the league

may substitute in a game and NO player from a higher division can substitute in a game. If no goalie can be found the league must be notified 24 hours prior to the game.

## **5. *Enforcement – Team Violations***

Any team which uses a player who does not satisfy the requirements set forth herein shall forfeit any game(s) in which such player participates.

# **4. League Games**

## **1. *General***

The rules and regulations set forth in this section shall be applicable to all league games in all divisions (Varsity, Junior Varsity, and Jr. High), including regular season games and playoff games. General game format shall be as described by AAU Hockey, with the exceptions noted below.

## **2. *Game Day Roster List***

Players or coaches not listed on the game day roster are not eligible to play or coach in the game. No handwritten entries allowed on the score sheet. Any player, goalie, or coach substitution must be submitted to the league register no less than 24 hours prior to the game. Players and coaches are required to check in with the score keeper prior to entering the player bench or ice.

## **3. *Jerseys***

It is the responsibility of the team to ensure all players are properly outfitted for games and practices. Players not properly outfitted are not eligible to play. Uniforms must be similar in colors with permanent non-duplicate numbers (4 inches minimum height). Teams must be uniformed by their third game.

Failure to have eligible jerseys by the third game will result in the player not being allowed to play and a minor penalty will be assessed. Goalies are excluded from this rule; however, goalies cannot have the same color jersey as the opposing team.

If a team/player has already purchased a jersey and has not received them prior to the end of the uniform grace period the team/player must provide the league register with a copy of the invoice or proof of purchase of the jerseys for the league to grant the team/player a waiver for the game. Such waiver request must be made with the league register 24 hours prior to the game.

Jerseys cannot be inappropriate, meaning they cannot:

- Contains profanity, vulgarity, nudity, obscenity or offensive logos, symbols or slogans
- Degrading to any cultural, sexual or religious values
- Promotes racial segregation or superiority
- Depicting or promoting alcohol, tobacco, drugs or sex or violence

If a school logo has been altered the logo must be approved by the league director.

Substitute players must have a correct matching jersey.

Jerseys must have permanent affixed numbers (i.e. no taped numbers).

#### **4. *Protective Equipment***

All protective equipment required by USARS Hockey Rules must be worn by all players for all on-ice league practices and games. Ear and mouth guards must be worn by all players for all on-ice league practices and games. The league strongly encourages, but does not expressly require all players to wear neck guards for all league practices and games.

### **5. Regular Season Schedule**

#### **1. *General***

The number of teams, number of games each such team plays, times of games, length of season and other elements of the league schedule shall be determined at the discretion of the league.

Each team shall play the same number of regular season league games each season.

#### **2. *Regular Season Game Format***

The game shall be made up of three 15-minute periods with 30 second intervals between periods. The clock stops in the last two (2) minutes of a game when a two (2) goal difference or less separates the teams. Game times must start promptly as scheduled. If one or both teams are not ready to start at game time the game is a forfeit win for the team that was ready. Games are subject to begin 15 minutes early.

Each team will be allowed one – 30 second “time out” per game, including overtime.

Regulation Time Game:

- a. If any regular season game is tied at the end of regulation time (3 periods), the game will go into a shootout. Each team will choose four (4) skaters to participate (visiting team shoots first).
- b. If the shootout is still tied after the first four rounds a sudden death shootout will begin. Each coach will select a 5<sup>th</sup> shooter who was not among the original four. The teams will continue to alternate shooters in the order until one shooter scores and the other does not. Each team will continue selecting shooters who have not shot yet, until all players dressed for that team for that game have shot.
- c. A player in the penalty box cannot participate in the shootout until all suited, non-penalized players have shot.
  - i. If a team does not have four (4) eligible shooters at the start of the shootout, they are allowed to choose a player(s) to re-shoot after all eligible players have gone. If this scenario arises, the other team has the ability to do the same.

#### **3. *League Standings – Regular Season***

League standings shall be determined by awarding two (2) points for a victory, one (1) point for a shootout lost, and zero (0) points for a regulation loss. For standing purposes a game that ends in a tie and goes to shootout will have the score from the tie for goals against and goals for. Shootout goals do not count toward standings.

In the case of a tie in league standings, the following guidelines shall be followed:

##### **1. Tie between two teams**

- 1) Most wins in overall standings
- 2) Points earned in head to head games between the 2 teams

- 3) Fewest goals allowed in all league games
- 4) Largest goal differential total in all league games
- 5) Fewest penalty minutes taken in all league games
- 6) Coin toss

**2. Tie among three or more teams:**

- 1) Most wins in overall standings
- 2) Fewest goals allowed in all league games
- 3) Largest goal differential total in all league games
- 4) Fewest penalty minutes taken in all league games
- 5) Coin toss

Only those games that count in the league standings will be used for tiebreaking purposes.

**4. Forfeit**

A regular season game which was deemed a forfeit by one team will result in the following:

1. Non forfeited team will get 2 points
2. Forfeited team will get -2 points (minus two points)
3. Game will be deemed a 1–0 game with non-forfeiting team’s captain getting the goal.

A regular season game which was deemed a forfeit by both teams will result in the following:

1. Both teams will get -1 points (minus one point)
2. Game will be deemed a 1–0 lost for both teams

**5. Game Re-Play**

No game, playoff or regular season, will be replayed in part or in full for any reason, including administrative errors by the scorekeeper, officials or league management.

**6. League Playoffs**

**1. Playoff Format**

The league playoff format is affected by numerous factors including the number of teams. Therefore, the playoff format may change from time to time and shall be determined by the league prior to the midpoint of each league season

All playoff qualification, quarter-finals, and semi-finals will be single elimination games. All championship games will be best of three series games.

**2. Playoff Game Format**

The game shall be made up of three 15-minute periods with 30 second intervals between periods. The clock stops in the last two (2) minutes of a game when a two (2) goal difference or less separates the teams. Game times must start promptly as scheduled. If one or both teams are not ready to start at game time the game is a forfeit win for the team that was ready. Games are subject to begin 15 minutes early.

**Tied Games** – No game shall end in a tie. If at the end of regulation a game is still tied the game will go into continuous 15 minute “sudden death” overtime periods until a winner is determined.

### **3. *Game Re-Play***

No game, playoff or regular season, will be replayed in part or in full for any reason, including administrative errors by the scorekeeper, officials or league management.

## **7. Penalties / House Rules**

### **1. *General***

SDDHL operates under the rules and regulations of USARS. The SDDHL Supplemental Rules and Policies is meant to be an amendment to the USARS Rulebook and where a conflict exists between these two documents the SDDHL Supplemental Rules and Policies shall take precedence.

### **2. *Multiple Penalties in a League Game***

Any player incurring four (4) penalties of any kind in the same league game shall be assessed a game misconduct penalty. A double-minor penalty shall be counted as two (2) penalties for the purposes of this section. Any ten (10) minute misconduct or other misconduct penalty shall be counted as one (1) penalty for the purposes of this section.

Any head coach whose team incurs twelve (12) or more penalties in the same league game shall be suspended for that team's next scheduled league game (including playoffs).

Any head coach whose team incurs 5 game misconducts shall be suspended for that team's next scheduled league game and must appear before the advisory board for review. Match Penalties will be referred to as a one game misconduct.

### **3. *Non-Team Officials***

No more than three (3) individuals, other than players, shall be in a team's players' bench area during league games. All members on the bench must be on the official score sheet.

No parents, friends, relatives or other individuals who are not a player or team official shall enter the players' bench area, penalty box area, scorekeepers' area or attempt to enter any of these areas or the ice surface during a league game.

Any team violating the rules set forth in this section shall be assessed the following:

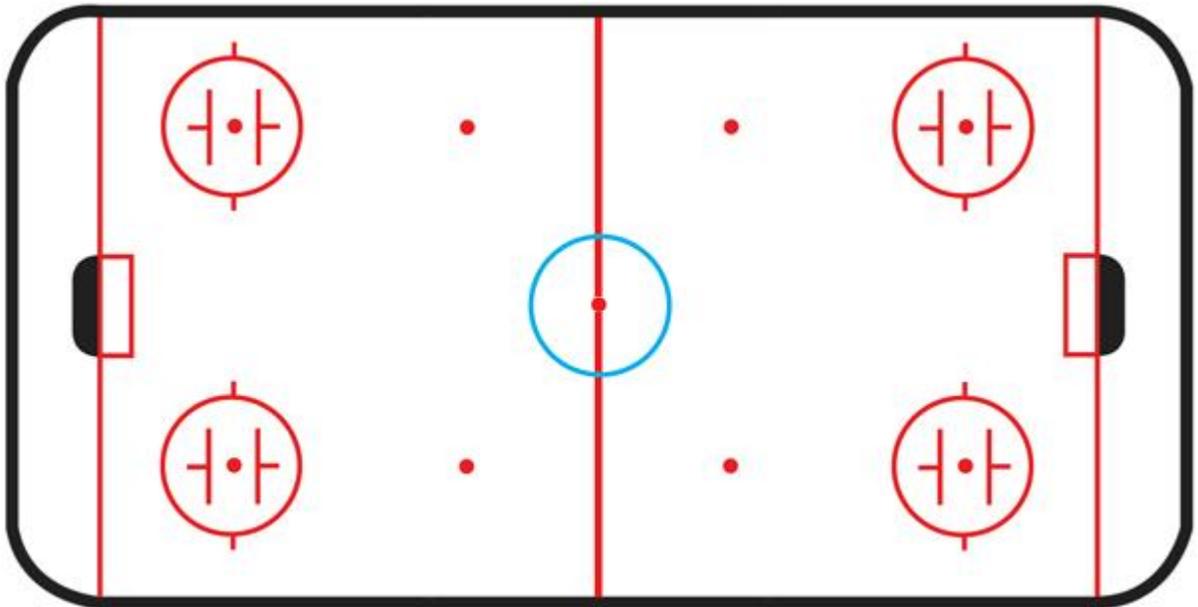
First Offense: A two (2) minute minor penalty and the game shall be stopped until the offending individual is removed from the building.

Second Offense (same game): The game shall be ended and declared a forfeit by the offending team.

### **4. *House Rules***

1. If time allows, each team will be permitted three (3) minutes of warm-up practice before a game.
2. The clock will run continuously, except for injured players, two minute rule, or official's time out.

3. There are no mercy rules.
4. A player who loses a wheel during a game may conclude the game without replacing the wheel; however, the player must have started the game with a wheel in each axle.
5. In addition to the double-minor penalties listed in the AAU rule book, a double-minor for roughing can be issued at the discretion of the referee.
6. Face-off locations will use all available dots (as opposed to a five dot system). There are 4 end-zone dots closest to the goals, 4 high-end dots near center ice, and the center dot.



7. At the start of each period and after each goal, the face-off shall take place at the center dot.
8. For a hand-pass, the face off will commence outside the offending team's offensive zone. (i.e. at the high-end dots of that team's defensive end)
9. If the attacking team shoots the puck out of play or causes a stoppage of play not otherwise covered, in the attacking zone, the face-off will commence at the high-end dot of the offending team's offensive zone.
10. If a puck is knocked out of the air resulting in a whistle for a "high-stick," the face-off will commence at the offending teams low-end dot. (aka, all the way down)
11. Unless otherwise mentioned, all other stoppages of play will follow the AAU rule book.

## **8. Game Misconducts / Suspensions**

### **1. General**

The rules and regulations set forth in this section shall be applicable to all games, including regular season and playoff games.

A player must serve the suspension within the league it was issued or may serve a double suspension in an alternate SDDHL league; whichever comes first. (I.e. if a player gets a one game suspension in an ice SDDHL event, the player is suspended until the player plays one ice SDDHL game or two inline SDDHL games, whichever one comes first). However, serving a suspension in a different SDDHL league is subject to review.

A suspension issued which extends beyond the end of a season shall continue to be served in the next season the player plays.

### **2. Game Misconducts**

All game misconducts are reviewed by the league and are subject to additional suspensions.

SDDHL will follow the following guidelines:

- a. 1<sup>st</sup> Offense: Removal from the current game and a minimum one game suspension.
- b. 2<sup>nd</sup> Offense: Removal from the current game and a minimum three game suspension.
- c. 3<sup>rd</sup> Offense: Removal from the current game and a minimum eight game suspension.

The above additional suspensions are guidelines for infractions; however, SDDHL has the right to add additional game suspensions after the incident is reviewed.

A penalty or game misconduct does not have to be assigned to a player for a game incident to be reviewed. The league reserves the right to review all game scenarios and give additional suspensions were deemed needed.

### **3. Dropping Gloves in an Altercation**

Dropping the gloves during an altercation will result in an automatic minimum two game suspension.

### **4. Serving Suspensions**

In order to serve a suspension the suspended player must check in with the official scorekeeper prior the game. The suspended player does not need to stay for the full game, but must just check in with the score keeper prior to the game.

### **5. Appeal Process**

The suspended person's team manager may submit in writing (within 7 days or 72 hours prior to game time) to a SDDHL supervisor the reason(s) why the suspension should be re-evaluated by staff. A \$50 processing fee is to be collected with all appeals. If appeal is granted, the processing fee will be refunded.

## **9. Match Penalties**

### **1. Discipline Committee**

Any player, coach or team official who receives a Match Penalty shall be suspended from all AAU Hockey activities (including all league activities, including practices), until a hearing is held by the league or State Disciplinary Committee.

The Disciplinary Committees shall hold hearings pursuant to a schedule established by the Disciplinary Committees. No hearings shall be held other than those held pursuant to such schedule, unless a hearing is not scheduled within thirty (30) days of the date on which the Match Penalty was incurred.

Any suspension rendered by the Disciplinary Committees shall be retroactive to the date of the incident. Once a decision is rendered, the Chairman of the Disciplinary Committees shall, within three (3) business days of the hearing, notify the head coach of the appropriate team of any suspension imposed.

Any player, coach or team official suspended pursuant to this section shall be suspended from all league activities, including practices, until such suspension has been served in full.

### **2. Appeals**

Procedures for any appeals shall be in accordance with CAHA and AAU Hockey By-Laws and Rules and Regulations, and will be discussed on an individual basis between the League Coordinator and the appropriate team representative as necessary.

## **10. Other League Rules, Guidelines, and Policies**

### **1. Refunds**

The league will not offer any refunds.

### **2. District Waiver and Appeal Process**

All players must play within their school or district. There are no waivers or appealing this policy. This is District Hockey and players must play within their district.

## **11. League Petition**

A member team may petition the league for a rule variance for any above rule. A League "Petition Form" will need to be completed and e-mailed to the league coordinator. The league will respond to the petition within (1) week of receiving the petition. Only one petition will be allowed for each situation. Ruling on the petition will be final and at the sole discretion of the league coordinator.

## **12. Best Interest of the Game Clause**

The league reserves the right to assess additional sanctions or penalties against any player, parent, coach, team official and/or modify rules and/or regulations if the league feels it is in the best interest of the league and its members.

## **13. Best Interest of the League Clause**

The league director has the right to add to, amend or remove any league procedure, policy, rule or regulation at his/her discretion for the betterment of the league.

## **14. Acronyms and Definitions**

SDDHL – San Diego District Hockey League

“Team Registered” – A team that registered the full school

“Individual Registration” – A player which registered individually and was placed on a district team

“District Team” – A team made from “Individual Registrations”

CAHA – California Amateur Hockey Association.

SDSF – San Diego Sports Foundation

## **A. Appendix A – Player Code of Conduct:**

Players will respect their coaches at practices and games. Talking back, inappropriate language and not following directions will not be tolerated. Players will be supportive of their teammates. Negative comments to, or about, other teammates has a detrimental effect on team performance and will not be tolerated. Violence or fighting will result in immediate suspension and/or permanent dismissal from the league.

### **Conduct**

- No swearing or abusive language on the bench, rink, or at any team function.
- Hitting the glass, stick-slammng, throwing equipment, etc. is unacceptable behavior.
- Never argue with an official's decision.
- Fighting will not be tolerated and will result in suspensions.
- Recognize the value and importance of teamwork and being a team player.

### **Ethics**

- I will play in any position assigned to me by my coach and will do my best for my team.
- I will treat my coach, officials, and players with respect at all times and expect the same from them.
- I will attend every practice and game that is reasonably possible and notify my coach if I cannot attend.
- I will do my best to listen and learn from my coaches.
- I deserve to have fun during my experience and will alert coaches and/or parents if it stops being fun.
- I deserve to play in an alcohol, tobacco, and drug free environment and expect adults to respect that wish.
- I will not deface any property, building, or equipment on the premises. This includes staying out of unauthorized locations within the facility.

## **B. Appendix B – Parent Code of Conduct:**

1. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice or other event.
2. I will place the emotional and physical wellbeing of my child ahead of my personal desire to win.
3. I will insist that my child play in a safe and healthy environment.
4. I will not force my child to participate in sports, but support their desires to play their chosen sports.
5. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
6. I will demand a sports environment for my child that is free from drugs, tobacco and alcohol and will refrain from their use at all youth sports events.
7. I will not use foul language.
8. I will applaud a good effort in both victory and defeat, and enforce the positive points of the game. Never yell or physically abuse your child after a game or practice – it is destructive. Work toward removing the physical and verbal abuse in youth sports.
9. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
10. I will not encourage any behaviors or practices that would endanger the health and wellbeing of the athletes.
11. I will abide by the 24 hour rule: I will take time to “cool off” after game so that the game and any issues can be objectively discussed. For this reason, I will not discuss with the coach, by any means, including emails, text messaging or phone calls, for a twenty-four hour period after any game.

## **C. Appendix C – Coach Code of Conduct:**

The League is very appreciative of the time, effort and dedication its coaches contribute to the program. All coaches are representatives of their respective school as well as the league. To ensure that all league coaches perceive their position and responsibilities in the same manner, the following code of conduct and responsibilities have been developed:

### **Code of Conduct**

All League coaches shall:

- Refrain from engaging in any activities or conduct which are, or may be viewed as being, detrimental to any player, team, school or district or the league;
- Conduct themselves in a positive and sportsmanlike manner at all times; and
- Strive to provide a safe and positive environment at all times and promote fair play and sportsmanship among all players, coaches, referees and parents.
- The Following behavior by league coaches shall not be tolerated:
  - Any type of physical, verbal or sexual abuse of a player;
  - Verbal or physical confrontations with other coaches, players, referees, parents or spectators; and
  - Excessive use of profanity.

### **Responsibilities:**

- All league coaches shall adhere to certification requirements established by AAU Hockey or the league.
- Coaches shall make efforts to continually develop their coaching skills and to learn new drills and coaching methods.
- Coaches shall conduct organized practice sessions for their team during the season.
- Coaches shall ensure that their players wear any and all equipment required by AAU Hockey and the league for all practices and games.
- Coaches shall stay abreast of all rules, policies and procedures implemented by the league and shall maintain an open line of communication with team parents and officials to ensure that they are kept informed of any and all rules, policies and procedures so implemented that may affect them.
- All coaches registered with AAU Hockey must wear ice hockey helmets during all on-ice sessions, including practices and controlled scrimmages.

## **D. Appendix D – Ref Code of Conduct:**

### **Code of Conduct**

All League referees shall:

- Refrain from engaging in any activities or conduct which are, or may be viewed as being, detrimental to any player, team, school or the league;
- Conduct themselves in a positive and sportsmanlike manner at all times; and
- Strive to provide a safe and positive environment at all times and promote fair play and sportsmanship among all players, coaches, referees and parents.
- The Following behavior by league referees shall not be tolerated:
  - Any type of physical, verbal or sexual abuse of a player;
  - Verbal or physical confrontations with other coaches, players, referees, parents or spectators; and
  - Excessive use of profanity.

### **Responsibilities**

- All league referees shall maintain proper certification as required by AAU Hockey;
- Referees shall be responsible for attending all league games which they are scheduled to officiate;
- Referees officiating league games shall conduct periodic equipment checks before and during games to ensure all players are wearing the appropriate and required protective equipment; and
- Referees shall stay abreast of all rules, policies and procedures implemented by the league.

## **E. Appendix E – Complaint Process:**

Complaints regarding a player, coach, referee, parent, spectator or other individual must be made in writing to the league register. A response to such complaint shall be provided in a prompt and appropriate manner by the league. All written complaints shall remain on file with the league for a period of one year from the date of such complaint.

The following procedures will be followed with respect to complaints registered with the league pursuant here to:

- **First Incident during a Twelve (12) Month Period.**  
The league coordinator shall contact the individual involved to discuss the circumstances of the complaint. If warranted, the appropriate code of conduct and responsibilities shall be reemphasized. The league may take other actions it deems appropriate.
- **Second Incident during a Twelve (12) Month Period.**  
The appropriate individual(s) must appear before the league coordinator, or committee, to discuss the circumstances surrounding the complaint. If it is determined the allegations surrounding the second incident are valid, the league shall take action as it deems necessary. Such action may include termination from any and all duties involving the league and/or banishment from league events.
- **Third Incident during a Twelve (12) Month Period.**  
The appropriate individual(s) must appear before the league coordinator, or a committee designated thereby, to discuss the circumstances surrounding the complaint. If it is determined the allegations surrounding the third incident are valid, provided the actions alleged in the first two incidents in the same twelve month period were also valid, the individual involved shall immediately be terminated from any and all duties involving the League and shall be banned from all League events. If the circumstances in either of the first two incidents were unfounded, the League shall take action concerning the third incident as it deems appropriate.
- **In addition to the above:**  
Any written complaint of physical abuse by any individual toward a coach, referee or player shall be thoroughly investigated by the league. If it is determined the allegation of physical abuse is valid, such individual shall be permanently terminated from any and all league duties and banned from all league events.

Written complaints of the use of excessive profanity by a coach or other team official will require the individual to appear before the league coordinator. If it is determined the allegations are true, such individual shall be suspended for three (3) league games (including playoffs, if any). If the league receives a second written complaint regarding the use of excessive profanity within a twelve (12) month period and concludes such allegations are valid, such individual shall be terminated from all league duties.

Written complaints of the use of excessive profanity by a referee will require the referee to appear before the league coordinator. If it is determined the allegations are true, such referee shall not be permitted to officiate league games for one (1) month. If the league receives a second written complaint regarding the use of excessive profanity within a twelve (12) month period and concludes such allegations are valid, the referee shall not be permitted to officiate for one (1) year.

### **Supplementary Discipline**

Focus on concussions, head injuries, and hitting from behind is a major emphasis of discipline for the league. Any incident that occurs before, during, or after a game that a HEAD COACH feels should be reviewed may be reviewed by the league administration regardless of whether the action was penalized by the Referee.

A request must be submitted in writing to the league by the HEAD COACH within four (4) calendar days following the game. Plays involving potential injury plays, penalized and non-penalized plays can be reviewed.

### **Eligibility Challenges**

Any team, or league official, that believes another team is playing with an ineligible player must contact the league in writing to request verification of the player's eligibility. The league shall call upon the player's team representative to verify the current status the player's eligibility. After review, the league will notify both team representatives of the outcome of the review within 10 days.

Any game, in which the player's name is listed on the score sheet, while in an ineligible status, shall be forfeited.

## F. Appendix F – Revision History:

<b>Revision</b>	<b>Date</b>	<b>Notes of Changes</b>
<b>1.0</b>	05/08/2014	Initial release
<b>2.0</b>	09/05/2014	Updated to match format of new ice rules and regulation
<b>2.1</b>	10/06/2014	Updated shootout rules. Updated section 4.3 – jerseys: Added clause if jerseys are on order.
<b>2.2</b>	10/16/2014	Added Appendix F – Revision History. Changed max roster size from 12 to 14. Added section 13
<b>2.3</b>	01/29/2015	Updated section 5.2 from three players to four. Updated section 4.3 to add clause about inappropriate jerseys. Updated section 3.1 to be <a href="http://districthockey.com">districthockey.com</a> not <a href="http://sddhl.org">sddhl.org</a>
<b>2.4</b>	02/26/2015	Updated section 5.3 to have GA and GF information.